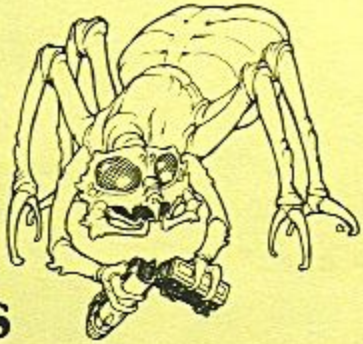

ARACHNIS

By now everyone knows the story of the experiment that went awry, of the innocent spider that absorbed the unpredicted dose of radiation and, dying, bit a studious young fellow who went on to fame (if not fortune) by crawling up walls and other bizarre deeds.

But what of the other half of the story? What of the poor, glowing spider? Dead, you say? How do you know? Can you trust a person who wears odd pajamas, lives with his aunt, and clings to the ceiling? Besides, did he take the arachnid's pulse? Listen for a heartbeat? Of course not.

In point of fact, the poor little victim of unbridled experimentation did not die; it was merely in shock. When it recovered from its comatose condition, it found itself with a rapdily growing body and a taste for human flesh—though whether this was caused by the gamma rays or the ex-student's free sample is unclear.

At first the unfortunate arachnid stifled these strange impulses and subsisted on rodents and roaches—an easy thing to do in Manhattan. The turning point came when it decided that any basketball team would be overjoyed with an eight-foot center. Alas, the Knicks turned it down: although the proper color and a true child of the streets, it did not know the necessary nineteen handslaps.

Its heart crying out for vengeance, Arachnis went amok, mugging passers-by, stealing cars, and setting fire to buildings. Thus it was a long time before anyone in New York noticed that something strange was at work.

* * *

As Arachnis (as with Mantra), you lack the strength to be an effective Crumbler; to destroy buildings, you must do it with fire. Try to set your blazes so that the wind will cause the fires to spread to other buildings. Use your webs to slow pursuit into the area and to trap civilians emerging from the threatened buildings.

Don't let your hunger get out of control. You are fast enough to catch plenty of food, but a little paralysis won't hurt, either.

You can escape attack or go beneath fires by burrowing, but you will be vulnerable during your initial turn of digging.

Crush, Crumble and Chomp!

ARACHNIS

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
H Head	Turn head left/right 30° (aims **Z** & **B**)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
J Jump	Jump 2 squares forward (onto/over buildings)
D Descend (Dig)	Descend and move subsurface (up to 5 spaces)
N	North
E	East
S	South
W	West
U	Up to surface
G Grab	Grab the human unit in the square in front of you
E Eat	Eat the unit in your jaw (paw)
C Crumble	Demolish the building/bridge in (the square in) front of you
W Web	Weave an obstructing web in your square (bridge, road, or park only)
P Paralyze	Cause nearby units to lose a turn
Z Zap	Attack (with ray beam) flying units from the ground
B Breathe Fire	Set fire to unit and/or building your head is facing
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

NOTES:

Arachnis has a weak Crumble ***(C)*** *command, because its body lacks heft.*

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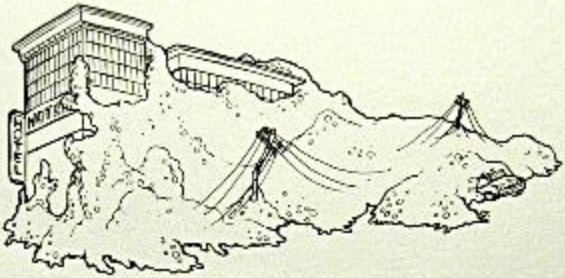

THE GLOB

If it was not inevitable, then surely it was appropriate that the Glob was born in Washington. Where else could it have found so congenial an environment than in the heart of so much bureaucratic waste? Where else could it have found so steady a supply of heat (if not light) than in the hot air of political speech?

Like all monsters, it was small, at first, and lacked even the rudimentary intelligence of, say, the average federal agency. In the beginning, it could not distinguish itself from its surroundings—but neither could anyone else. Like the monster that spawned it, the Glob fed on the people around it and gradually evolved a nearly mindless pseudo-life of its own. As it grew in size and strength, its hunger grew as well.

When its craving finally took it out into the open, flames of destruction marked its wake, for it had acquired the power to level buildings and ruin the landscape. It did these things, not because of a desire to destroy, but merely as a by-product of its clumsiness and its overpowering need to feed and grow.

Then, finally, could it be distinguished from its bureaucratic parent, but only in this: that everyone ran shrieking from its presence and knew it to be a monster.

* * *

As the Glob, you have the unique ability to set fire to anything—automatically—just by oozing over it. Since you must Crumble even low buildings before you can get on them, it is often best to lay a trail of fire in the streets on the windward side of a line of buildings and wait for the fires to spread.

On the other hand, your lack of hide makes you particularly vulnerable to a large group of tanks and artillery, which tend to appear if you stay too long in one area. You have no distance weapons: you must either close rapidly with the enemy or keep them at bay with walls of fire. Hide behind buildings, or wall yourself in with flame and then escape underground.

Since you have neither front nor back, you can "turn" instantaneously. This and your ability to paralyze make it reasonably easy to grab food, and you can regenerate quickly enough to accept some damage while getting it, as long as too many units aren't shooting at you at once.

Crush, Crumble and Chomp!

THE GLOB

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
D Descend (Dig)	Descend and move subsurface (up to 5 spaces)
N	North
E	East
S	South
W	West
U	Up to surface
G Grab	Grab the human unit in the square in front of you
E Eat	Eat the unit in your pseudopod (paw)
C Crumble	Demolish the building/bridge in (the square in) front of you
P Paralyze	Cause nearby units to lose a turn
O Obliterate	Squish units/buildings in your square
I Immolate	Set fire to all surrounding units and buildings (but get burned in the process)
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

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NOTES:

The Glob's slime trail bursts into flame when exposed to the open air; nothing (not even the Glob) can cross the flames except the Mad Scientist. The Glob regenerates very quickly.

GOSHILLA

Half of Tokyo was a radioactive ruin, but the ache of hunger in Goshilla's belly was like a living thing gnawing at its vitals. The giant saurian craved food; its body demanded nourishment to continue the work of destruction.

The brightly colored, hard-shelled things that honked and smoked but did not sting were dead or fled—too fast to catch. The soft, tasty things Goshilla could grab—sometimes—were gone, too. All that remained were the pesky flyers and the noisy, hard-shelled things that stung instead of running away. Goshilla regretted atomizing the last one in sight.

Famished, it lumbered on.

A flying thing whirred near. It wasn't even a mouthful, but Goshilla would take it. Or try. A mighty paw grabbed—and missed. ARGH. It stung, too. Again and again, claws clenched air, as the flyer circled just out of reach. The stinging grew worse.

Annoyed, Goshilla turned its head, opened its mouth, and let loose a bolt of destructive energy that missed the whirring flyer and rocked a distant building. Its head raised higher, and a second bolt dissipated harmlessly into the blue. The third hit: **zap!** The buzzing ceased; the stinging stopped; the flyer was gone.

But Goshilla was now ravenous, nearly blind with hunger. Something moved in the distance, and brute instincts took over. Berserkly it charged, seeking food.

On and on it stumbled, coming out of the blind haze only to go berserk again before food could be found and caught. Abruptly, a shape loomed ahead. A tiny voice of distant recognition seemed to shriek inside its brain: *No! Not the power plant!*

Unheeding, Goshilla plunged on.

* * *

Hunger is your biggest problem as Goshilla. You get hungry fairly quickly, especially when using your atomizing breath. Nor are you fast enough to run down your prey easily. You must secure food before your hunger becomes acute, or risk going berserk.

You can use your trail of contamination to level structures by walking on low buildings and jumping onto skyscrapers. You can block roads and fence in food in much the same way.

You will have to fight a tendency to linger too long in one area, which only attracts tanks and artillery. Travel by river as much as possible: it's faster than walking, and it reduces the possibility of human attack.

Crush, Crumble and Chomp!

GOSHILLA

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
H Head	Turn head left/right 30° (aims **A** & **Z**)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
J Jump	Jump 2 squares forward (onto/over buildings)
D Descend (Dive)	Descend and move subsurface (up to 5 spaces)
N	North
E	East
S	South
W	West
U	Up to surface
G Grab	Grab the human unit in the square in front of you
E Eat	Eat the unit in your paw
C Crumble	Demolish the building/bridge in (the square in) front of you
S Stomp	Stomp on units and/or buildings in your square
T Tail	Lash about with your tail, attacking the unit directly behind you
A Atomize	Attack buildings and/or units with destructive ray
Z Zap	Attack (with ray beam) flying units from the ground
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

NOTES:

Goshilla leaves a trail of corrosive radioactive waste in its wake.
Goshilla can swim!

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KRAKEN

Some say it was caused by radioactivity leaking out of supposedly sealed containers buried near the Farallon Islands. Others point to the bacteriological warfare experiment carried out by the US Navy during the Cold War, when a special germ strain was released into the wind off San Francisco "to see how it would disperse."

How long the Kraken dwelled in the deep, feeding and growing, can only be guessed. The first confirmed sighting occurred in that stretch of the bay between Oakland and San Francisco, when a Polish seaman aboard the Liberian tanker *Kumquat* saw what looked to him like a giant leafless tree sprouting from the sea.

Before his warning could be translated, two cars and a group of tourists from Keokuk, Iowa, were snatched off the Embarcadero. As this news (and, alas, the tourist group) was being digested, the Kraken—now clearly seen to be not a tree but a **giant** giant squid—proceeded north to the Oakland Bay Bridge, where it cleared the usual rush-hour traffic jam, by flicking the cars into the sea with its tentacles. Not content with having achieved something that had frustrated scores of city planners and mass transit advocates, the monster proceeded to dismantle the structure piece by piece.

Amid a flurry of activity at the naval base on Treasure Island, a group of gay rights' activists were attempting to ascertain the monster's sexual preferences before deciding on which side of the conflict to place themselves.

* * *

Your biggest limitation as the Kraken is the simple fact that you can't get out of the water. You can atomize many buildings from a single coastal square, but it will make you hungry. For this reason, you should use your great strength to Crumble anything in reach.

Bridges, of course, are your specialty, but they also serve as sources of food, your number one concern. Hunger alone will keep you near bridges and coastal highways.

If you get seriously wounded, you should be able to retreat to the middle of a river or bay and recuperate—provided your hunger is under control. If you remain in empty waters until you are famished, you will be ravenous—and possibly berserk—before you can find food.

Avoid the Mad Scientist at all costs; it is far more dangerous to you than anything the military can bring to bear.

Crush, Crumble and Chomp!

KRAKEN

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
H Head	Turn head left/right 30° (aims **A**)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
D Descend (Dive)	Descend and move subsurface (up to 5 spaces)
N	North
E	East
S	South
W	West
U	Up to surface
G Grab	Grab the human unit in the square in front of you
E Eat	Eat the unit in your tentacles (paw)
C Crumble	Demolish the building/bridge in (the square in) front of you
O Obliterate	Rip apart units/buildings in your square
T Tentacle	Lash about with your tentacles, attacking the unit directly behind you
P Paralyze	Cause nearby units to lose a turn
A Atomize	Attack buildings and/or units with destructive ray
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

NOTES:
The Kraken cannot move on land.

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MANTRA

With a surge of its mighty wings, Mantra was airborne. A knot of startled fishermen started to flee, but Mantra banked and was upon them before they had gone a block. Swooping down, it seized them in its great beak, gulped, and belched. It hadn't really been hungry, but it could not resist so tempting a tidbit.

Regaining altitude, it circled lazily about, but the waters of Tokyo Bay, normally swarming with life, were for some reason empty. It headed west, where Tokyo Tower beckoned.

The structure was too strong to batter with its beak, strike with its wings, or tear with its clawed feet, but Mantra had another weapon—fire—that never failed.

As Mantra watched the tall tower burn, aroused insects swarmed. Again Mantra opened its beak. The cry was silent, but a flying thing fell flaming, and some of the creatures on the ground stopped scurrying.

Another flying thing approached, but Mantra's attention was on the nasty, hard-shelled things, the noisy ones that stung the most. They resisted the unheard scream, but they would burn.

The flyer drew recklessly close. Then, abruptly, it struck.

EEE-ARGGH! The scream rang across the heavens, as Mantra felt the touch of icy cold deep within, where it had never felt cold before. It screamed again silently, and the flying thing plunged to earth, but it was too late, too late . . .

* * *

Mantra is among the most enjoyable but most challenging of monsters. Normally, you should get airborne at once and stay there. You aren't strong enough to Crumble and Stomp effectively; fire is your weapon.

The best course for maximum destruction is a strafing run: tilt your head, fly parallel to a line of buildings, and burn them as you pass. Without leaving the area, circle around for another pass at a different line of buildings. Give the fires time to spread, but use your mobility to get away at the first sign of heavy opposition.

Breathing fire does make you hungry. You can get food on the fly, especially if you can follow a mob down a long street. If you miss your mark, and there are side streets, you may find yourself endlessly flying around in circles after them.

You can, of course, do many things while you are flying. If you wish only to fly, typing **N** will move you quickly along. (Remember that **M** will only move you on the ground.)

Crush, Crumble and Chomp!

MANTRA

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
H Head	Turn head left/right 30° (aims **B**)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
J Jump	Jump 2 squares forward (onto/over buildings)
F Fly	Take off or Land
G Grab	Grab the human unit in the square in front of you
E Eat	Eat the unit in your beak (paw)
C Crumble	Demolish the building/bridge in (the square in) front of you
S Stomp	Stomp on units and/or buildings in your square
T Tail	Lash about with your tail, attacking the unit directly behind you
U Ultrasonic Scream	Emit a destructive scream that may eliminate nearby units
B Breathe Fire	Set fire to unit and/or building your head is facing
I Immolate	Set fire to all surrounding units and buildings (but get burned in the process)
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

NOTES:

*Mantra has a weak Crumble **(C)** command, because its body lacks heft. Mantra is the only monster that can fly.*

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MECHISMO

Mechismo looked around. Where were the key buildings it was supposed to destroy, the significant symbols of the native race — the obelisk, the five-sided torus, the white building, the golden arches? There was nothing in sight but a few roads, two bridges, a lot of water, some quite insignificant low buildings, and the usual irrational native lifeforms.

Typical Krell planning.

Consulting its internal compass and comparing it with pre-programmed maps of the area, it discovered the large torus, the Pentagram — make that Pentagon — not far to the southwest. A good place to start.

But first, its laser sights locked onto a vehicle speeding away. The flickering annihilator beam flashed out, missing the car by approximately seventeen thousandths of its diameter. Swivelling its head, Mechismo fired again, and the vehicle became a dusty cloud of dispersing atoms. It was harmless, of course, but there was nothing like a moving target for recalibrating the instrumentation after a rough landing. Turning, it vaporized a disorganized crowd of fleeing lifeforms. Excellent.

Following the roadway, it clanked its way west before turning south between the rows of buildings. It would be inefficient — quite illogical, really — to let the opportunity go to waste. Blazing fire at just those points most likely to cause the flames to spread to surrounding areas, it continued along its way, the perfect destructive device.

On to the Pentacle. Pinnacle. Whatever.

* * *

The key to playing Mechismo is remembering that you do not get hungry and cannot go berserk. You need not waste time and energy chasing food, because you need not — cannot — eat. You have no need to spare something potentially edible. Your policy is a simple one: if it moves, blast it. If it doesn't move, blast it, anyway.

Unlike other monsters, you do best to locate an attractive area and *stay there* until it is levelled. Get into a corner with, preferably, some covering buildings at your back and good lines of fire, and blast any human units as soon as they appear. When none are around, destroy buildings.

Since Mechismo is always under your control, power plants are not a problem, but watch out for Mad Scientists. Flee if you see one, or zap it from a distance, for it is your nemesis.

Crush, Crumble and Chomp!

MECHISMO

COMMAND	MEANING
R Right	Turn right (90°)
L Left	Turn left (90°)
H Head	Turn head left/right 30° (aims **A**, **Z**, & **B**)
N Nothing	Do nothing (skip to end of turn)
M Move	Move 1 square forward
C Crumble	Demolish the building/bridge in (the square in) front of you
S Stomp	Stomp on units and/or buildings in your square
A Atomize	Attack buildings and/or units with destructive ray
Z Zap	Attack (with ray beam) flying units from the ground
B Breathe Fire	Set fire to unit and/or building your head is facing
Q Quit	Stop the game (temporarily or permanently)
# Number (of points)	Check your current score

NOTES:

Mechismo does not get hungry. It is also not very agile.

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